



# CONTENTS

- {button ,JI(^,`IDH\_00140')} [Before Starting Play](#)
- {button ,JI(^,`IDH\_00000')} [Game Controls](#)
- {button ,JI(^,`IDH\_00010')} [Starting Up](#)
- {button ,JI(^,`IDH\_00020')} [Arcade Mode](#)
- {button ,JI(^,`IDH\_00030')} [Time Attack Mode](#)
- {button ,JI(^,`IDH\_00040')} [2-Player Battle Mode](#)
- {button ,JI(^,`IDH\_00045')} [Link Game Mode](#)
- {button ,JI(^,`IDH\_00050')} [Car Settings](#)
- {button ,JI(^,`IDH\_00060')} [Records](#)
- {button ,JI(^,`IDH\_00070')} [Options](#)
- {button ,JI(^,`IDH\_00080')} [Courses](#)
- {button ,JI(^,`IDH\_00090')} [Techniques](#)
- {button ,JI(^,`IDH\_00095')} [About the Menu](#)
- {button ,JI(^,`IDH\_00100')} [Troubleshooting](#)
- {button ,JI(^,`IDH\_00110')} [Special Thanks](#)
- {button ,JI(^,`IDH\_00120')} [Credits](#)
- {button ,JI(^,`IDH\_00130')} [Copyright and Trademark Information](#)
- {button ,JI(^,`IDH\_00000')} [Index](#)

# Index

[2]

[2-Player Battle](#)

[A]

[About the Menu](#)

[Arcade Mode](#)

[B]

[BGM VOLUME\(Options\)](#)

[BGM SELECT\(Options\)](#)

[BGM TEST\(Options\)](#)

[BLOW OFF VALV\(Car Settings\)](#)

[C]

[Calibration](#)

[Car SettingsCourses](#)

[CHAMPIONSHIP\(Options\)](#)

[CHANMPIONSHIP\(Arcade Mode\)](#)

[Change Control](#)

[Change ScreenCreditsCopyright and Trademark Information](#)

[D]

[DIFFICULTY\(Options\)](#)

[E]

[Ending a FREE RUN Game](#)

[Exit Game](#)

[F]

[F.SUSPENSION\(Car Settings\)](#)

[Full Screen](#)

[G]

[Game](#)

[Game Controls](#)

[Ghost Car](#)

[GHOST TYPE\(Options\)](#)

[H]

[Handling](#)

[HANDLING\(Options\)](#)

[HANDLING\(Car Settings\)](#)

[Help](#)

[J]

[Joystick](#)

[K]

[Keyboard](#)

[L]

[Link Game Mode](#)

[N]

[Name Entry](#)

[Navigation Mark](#)

[O]

[Options](#)

[P]

[PC Game Pad](#)

[PRACTICE\(Arcade Mode\)](#)

[Pause](#)

[R]

[Records](#)

[Reducing Speed](#)

[Restart Game](#)

[Restart RaceResults Display](#)

[R. SUSPENSION\(Car Settings\)](#)

[S]

[SAVE\(Car Settings\)](#)

[Setting](#)

[S.E. TEST\(Options\)](#)

[SOUND MODE\(Options\)](#)

[Special Thanks](#)

[Starting Up](#)

[T]

[Taking Corners](#)

[Techniques](#)

[Time Attack Mode](#)

[TIME COMPERE\(Arcade Mode Settings\)](#)

[TIME COMPERE\(Time Attack Mode Settings\)](#)

[TIRES\(Car Settings\)](#)

[TRANSMOSSION\(Car Settings\)](#)

[Troubleshooting](#)

[U]

[Using the EXIT Menu](#)

[V]

[VOICE TEST](#)

{button ,JI(`,`IDH\_00004')} [Back to Contents](#)

# Game Controls

This section explains how to control the car. The following peripheral equipment can be used with this game:

## *Keyboard*

- >Controlling the car using the keyboard (Player 1).
- >Controlling the car using the keyboard (Player 2).

## *PC Game Pad*

- >Controlling the car using the PC game pad.

## *Joystick*

- >Controlling the car using the joystick.

We recommend using a PC game pad or a joystick (both sold separately) with this game. Both the PC game pad and the joystick must be calibrated before use.

## **Calibration**

- 1) Open the CONTROL PANEL in the MY COMPUTER folder.
- 2) Double click on JOYSTICK in the CONTROL PANEL.
- 3) Select the appropriate item in JOYSTICK SETTINGS. (If using a PC game pad, select 2-BUTTON PAD.)
- 4) Click on the ADJUST button, and follow the on-screen instructions to complete the calibration.

## **NOTE:**

If you don't calibrate the controls when using the PC game pad or the joystick, you won't be able to control the car properly. Be sure to calibrate the controls before starting the game.

**NOTE:**

Please use a PC Game Pad or Joystick with two buttons. We cannot guarantee that the game will function properly with other peripheral devices. This game is not compatible with the Sega Saturn Control Pad, the Virtua Stick, or the Arcade Racer racing controller.

Sega Saturn Control Pad, Virtua Stick, and Arcade Racer are all trademarks of Sega Enterprises, Ltd.

**NOTE:**

You may not be able to use more than three keys simultaneously with some keyboards. Key settings can be changed in Options in the main Menu.

>[About the Menu](#)

{button ,JI('`IDH\_00004')} [Back to Contents](#)

### During the Game

**Steering Wheel:** Allow Keys [Left][Right]

**Shift Gear Up:** Allow Key [Up]

**Shift Gear Down:** Allow Key [Down]

**Accelerate:** [Num 0] Key

**Brake:** [Num 1] Key

**Change View:** [Num 4] Key

**Exit:** [Enter] Key

**Pause/Restart:** [F3] Key

### Mode Select

**Cursor Controls:** Allow Keys [Left][Right][Up][Down]

**Confirm Button:** [Enter] Key or [Num 0] Key

**Cancel Button:** [Num 0] Key

**Skip Button:** [Enter] Key or [Num 0] Key

### **During the Game**

**Steering Wheel:** [A] [D] Keys

**Shift Gear Up:** [W] Key

**Shift Gear Down:** [S] Key

**Accelerate:** [N] Key

**Brake:** [B] Key

**Change View:** [H] Key

**Exit:** Space Bar

**Pause/Restart:** [F3] Key

### **Mode Select**

**Cursor Controls:** Allow Keys [Left][Right][Up][Down]

**Confirm Button:** [B] Key or Space Bar

**Cancel Button:** [N] Key



### **During the Game**

**Steering Wheel:** Directional Buttons [Left][Right]

**Shift Gear Up:** Directional Button [Up]

**Shift Gear Down:** Directional Button [Down]

**Accelerate:** Button [1]

**Brake:** Button [2]

**Change View:** [Num 4] key

**Exit:** [Enter] Key

**Pause/Restart:** [F3] key

### **Mode Select**

**Cursor Controls:** Directional Buttons [Left][Right][Up][Down]

**Confirm Button:** Button [2]

**Cancel Button:** Button [1]

**Skip Button:** Button [2]

### **During the Game**

**Steering Wheel:** Joystick [Left][Right]

**Shift Gear Up:** Joystick [Up]

**Shift Gear Down:** Joystick [Down]

**Accelerate:** Button [1]

**Brake:** Button [2]

**Change View:** [Num 4] key

**Exit:** [Enter] Key

**Pause/Restart:** [F3] key

### **Mode Select**

**Cursor Controls:** Joystick [Left][Right][Up][Down]

**Confirm Button:** Button [2]

**Cancel Button:** Button [1]

**Skip Button:** Button [2]

# Starting Up

Press the **Skip Button** at the Title screen to go to the Mode Select screen. Select a mode with the **Cursor Controls**, and press the **Confirm Button** to select.

## *Arcade Mode*

This mode lets you play a game with the same feel as the arcade version. You compete against computer-controlled cars. >[Arcade Mode](#)

## *Time Attack Mode*

An original mode with no time limit. >[Time Attack Mode](#)

## *2-Player Battle Mode*

Play against a friend. >[2-Player Battle Mode](#)

## *Car Settings*

Change the car settings for Time Attack or 2-Player Battle modes. >[Car Settings](#)

## *Records*

View rankings. >[Records](#)

## *Options*

You can also change settings and listen to game music during play. >[Options](#)

## NOTE:

Please refer to Game Controls for the applicable keyboard key functions.

{button ,Jl('`IDH\_00004')} [Back to Contents](#)

# Arcade Mode

## Game Select

Press the **Cursor Controls** LEFT/RIGHT to cycle through the modes. Press the **Confirm Button** to select.



## CHAMPIONSHIP

Compete against 14 other computer-controlled cars over three different courses (DESERT: Easy, FOREST: Medium, and MOUNTAIN: Expert). The goal is to complete all the courses before time runs out.

## PRACTICE

Choose one of the courses (DESERT: Easy, FOREST: Medium, and MOUNTAIN: Expert), and compete against one rival car controlled by the computer. Try to complete three laps (DESERT course) or two laps (FOREST and MOUNTAIN courses) within the time limit.

## Car Select



Press the **Cursor Controls** LEFT/RIGHT to cycle through the car models and transmission types. Press the **Confirm Button** to select.

## Course Select



Press the **Cursor Controls** LEFT/RIGHT to cycle through the courses. Press the **Confirm Button** to select.

## Game Screen



1. Total Time: Shows the total time of all laps so far.
2. Lap Time: Shows the number of laps completed and the time for each lap.
3. Tachometer: Shows RPMs.
- 4 Gear: Shows the gear your car is currently in.
5. Speedometer: Shows the current speed of your car.
6. Time Counter: Shows how much time is left. When the counter reaches zero, the game is over. If you pass a checkpoint before it reaches zero, you gain extra time.
7. Position/Number of Cars: Shows the current position of your car and the number of cars in the race.
8. Best Time: Shows the 3 best total times.

## Game Over and Name Entry

If you don't pass a checkpoint before the counter reaches zero, the game is over. If your total

time is within the best 16 times in CHAMPIONSHIP mode, or the best 8 times in PRACTICE mode, you can input your initials. Select [END] once you've entered your name and press **the Confirm Button**. To make corrections, select [<] and press **the Confirm Button**.

If you cross the finish line before time expires, the word [REPLAY] appears on the ranking display screen after name entry is complete. Press **the Cursor Controls** LEFT/RIGHT to highlight YES or NO, and press **the Confirm Button** to select.

### *Using the Exit Menu*

Press the [Enter] Key to pause the game during play and bring up the Exit menu. Press **the Cursor Controls** UP/DOWN to highlight options. Press the [Enter] Key to enter a selection.

Here are the Exit Menu options:



**NO:** Restart the paused game.

**YES:** End the race and return to the beginning of the mode you were playing.

**RESTART:** Restart the race from the beginning.

{button ,JI(' ,`IDH\_00004')} [Back to Contents](#)

# T ime Attack Mode

This is an original mode with no time limit. In addition to the two cars that are used in Arcade Mode, you can also use cars that you create in Car Settings.

## *Car Select*



Press **the Cursor Controls** UP/DOWN to cycle through the list of cars, and press **the Confirm Button** to enter a selection. Select AT (automatic) or MT (manual transmission) in the same way.

## *Course Select*



Press **the Cursor Controls** UP/DOWN to highlight a course (DESERT: Easy, FOREST: Medium, or MOUNTAIN: Expert). Press **the Confirm Button** to select.

## *Lap Select*





Press the **Cursor Controls** UP/DOWN to highlight 3 LAPS or FREE RUN. Press the **Confirm Button** to select.

### Game Screen



1. Total Time: Shows the total time of all laps so far.
2. Lap Time: Shows the number of laps completed and time for each lap.
3. Tachometer: Shows RPMs.
4. Gear: Shows the gear your car is currently in.
5. Speedometer: Shows the speed of your car.
6. Car Model/Transmission: Shows the car and transmission type.



7. Fastest Lap: Shows the fastest lap time for each make and transmission type.
8. Best Time: Shows the 3 best total times.
9. Course Record: Shows the fastest lap for the course so far.
10. Area Time: Shows the split time for each area.

### Name Entry

You can enter your initials if you score one of the five fastest total times for your course, car



and transmission type, or if you manage to get the fastest lap time. When entering your initials, press **the Cursor Controls UP/DOWN** to cycle through the characters, and press **the Confirm Button** to select. You can input up to three characters. When you are done, select [END] and press **the Confirm Button..** To make corrections, select [<] and press **the Confirm Button**.

### ***Results Display***



In 3 LAPS mode, the results screen appears after you complete three laps. The final total time, lap time, new best time, fastest lap, and course record are displayed. If you complete the three laps within ten minutes, you can choose to watch a replay. Press **the Cursor Controls UP/DOWN** to highlight YES or NO, and press **the Confirm Button** to select.

### ***Ending a FREE RUN Game***



You can continue a FREE RUN game indefinitely. To end the game, press **the Confirm Button**, and select YES from the EXIT MENU that appears by pressing **the Cursor Controls UP/DOWN**. Press **the Confirm Button** again to select.

### ***Ghost Car***

If you complete all the laps in 3 LAPS mode within 4 minutes and 10 seconds, a ghost car appears in the next 3 LAPS game. The ghost car replicates the fastest race so far in terms of

total time. Ghost car data is automatically saved onto your hard disk.

{button ,JI(^',`IDH\_00004')} [Back to Contents](#)

## 2-Player Battle Mode

In this mode, two players battle it out against each other. In addition to the two cars you can use in Arcade Mode, you can also use cars you create in Car Settings.

### *Car Select*



Press **the Cursor Controls UP/DOWN** to highlight cars. Press **the Confirm Button** to select. Select AT (automatic) or MT (manual transmission) in the same way.

### *Course Select*

Select a course (DESERT: Easy, FOREST: Medium, or MOUNTAIN: Expert) and press **the Confirm Button** to select.

### *Lap Select*

Press the Cursor Controls UP/DOWN to highlight options. Press **the Confirm Button** to select. In 3 LAPS and 5 LAPS, you can delay the start of one of the cars by 1-30 seconds to give the other car a head start. Press **the Cursor Controls UP/DOWN** to change the number of seconds, and press **the Confirm Button** to select. If TIME LAG is selected, set the time difference ( 1-9 seconds) by pressing **the Cursor Controls UP/DOWN**. Press the Set button to select.

### *Game Screen*

In this mode, both the 1P and 2P game screens are displayed on the monitor simultaneously. The upper half of the screen is the 1P game screen and the lower half is the 2P game screen.



1. Lap Time: The number of laps and time for each course.
2. Tachometer: Shows RPMs.
3. Gear: Shows the gear your car is currently in.
4. Speedometer: Shows the current speed of your car.
5. Lap Number: Shows your current lap number and the total number of laps in the race.
6. Best Lap: Shows your fastest lap time.
7. First Flag: This is displayed next to the player in the lead.
8. Time Comparison: This is displayed on the screen of the player in second place after passing checkpoints, and shows the difference in time between the two cars.
9. Total Time: The total time of all laps so far.
10. Time Difference: If the time difference between the two racers exceeds the time shown here, the game is over. The player with the slower time loses.

{button ,JI('`IDH\_00004')}} [Back to Contents](#)

# Link Game Mode

This is an original PC mode for two networked players.

**NOTE:**

Each player needs a copy of the software to play the game. The only mode that can be selected for a networked game is Link Game Mode.

**NOTE:**

During LINK GAME play, the only function that can be selected from the menu bar is EXIT GAME [Alt+F4]. Please make any selections or changes in the menu before entering LINK GAME mode.

## *Link Game Mode*

In this mode you choose either WAITING FOR OPPONENT or REQUESTING OPPONENT.

### WAITING FOR OPPONENT

- 1) Start the game, then press the [F9] key or select LINK GAME from the Mode Select screen to open the LINK GAME window. (You can select CANCEL at this point to return to a normal game.)
- 2) Select the type of gameplay connection from TYPE OF GAME. These are the types of connection you can select:

**\* WinSock IPX Connection for Direct Play:**

Select this to play in an SPX/IPX compatible LAN. (Requires an SPX/IPX compatible LAN environment.)

**\* Internet TCP/IP Connection for Direct Play:**

Select this to play in a TCP/IP compatible LAN. (Requires a TCP/IP compatible LAN environment.) You should arrange the exact time that you will contact your opponent's modem in advance.

**\* Modem Connection for Direct Play:**

Select this to play over telephone lines using a modem. You need a modem compatible with Windows 95 with a speed of at least 9600 bps and ideally over 14400 bps. You should arrange the exact time that you will contact your opponent's modem in advance.

**\* Serial Connection for Direct Play**

Select this to play using the serial port to directly connect PC's. You need a serial connection cable to establish a direct connection between PC's.

- 3) When you select Internet TCP/IP Connection for Direct Play, the IP addresses of players requesting opponents are displayed in GAMES CURRENTLY AVAILABLE. Select CANCEL.
- 4) Input your name into ALIAS. If you have previously inputted a name, you do not need to input it again.
- 5) The names of players requesting opponents are displayed in GAMES CURRENTLY AVAILABLE. Select WAITING FOR PLAYER TO JOIN GAME. If using a modem select DIAL A NEW NUMBER.
- 6) Click on OK.
- 7) The WAITING window opens, and your computer starts trying to contact your opponent's computer.
- 8) When the connection is made, your opponent's name appears in the WAITING window. If the connection fails, click on CANCEL.
- 9) Click on OK to start playing. (In this case you are Player 1.) Click on CANCEL to return to the LINK GAME window.

#### **REQUESTING OPPONENT**

- 1) Start the game, then press the [F9] key or select LINK GAME from the Mode Select screen to open the LINK GAME window. (You can select CANCEL at this point to return to a normal game.)
- 2) Select the type of gameplay connection from TYPE OF GAME. These are the types of connection you can select:
  - \* WinSock IPX Connection for Direct Play
  - \* Internet TCP/IP Connection for Direct Play
  - \* Modem Connection for Direct Play
  - \* Serial Connection For Direct play
- 3) When you select Internet TCP/IP Connection for Direct Play, the IP addresses of players requesting opponents are displayed in GAMES CURRENTLY AVAILABLE. Input the IP address of the opponent you wish to play.
- 4) Input your name into ALIAS. If you have previously inputted a name, you do not need to input it again.
- 5) The names of players waiting for opponents are displayed in GAMES CURRENTLY AVAILABLE. Select the opponent you wish to play, and click on OK to go into Wait Mode. To play over the phone lines, select DIAL A NEW NUMBER.
- 6) If you select DIAL A NEW NUMBER, the telephone number screen appears. Input your

opponent's telephone number into the PHONE NUMBER column, and press <Dial>.

7) When your opponent has established the connection, the game begins. (In this case you are Player 2.) If the connection is not established, you return to the LINK GAME window.

**NOTE:**

When playing a LINK GAME using a LAN, there may be occasional slow-downs in the game speed, or interruptions of the game due to lapses in the LAN connection.

**NOTE:**

When playing a Link Game, both players use the standard 1P controls. Please refer to the sections Keyboard Controls, PC Pad Controls, and Joystick Controls for details.

>Controlling the car using the keyboard (Player 1).

>Controlling the car using the PC game pad.

>Controlling the car using the joystick.

### ***Car Select***

In addition to the two cars you can use in Arcade Mode, you can also use cars you create in Car settings. Press **the Cursor Controls UP/DOWN** to highlight cars. Press **the Confirm Button** to select. Select MT (manual transmission) or AT (automatic transmission), in the same way.

### ***Course Select***

Highlight a course (DESERT: Easy, FOREST: Medium, or MOUNTAIN: Expert) and press **the Confirm Button** to select.

### ***Lap Select***

Select 3 LAPS or FREE RUN by pressing **the Cursor Controls UP/DOWN**. Press **the Confirm Button** to select.

### ***Game Screen***





1. Lap Time: The number of laps and time for each course.
2. Tachometer: Shows RPMs.
3. Gear: Shows the gear your car is currently in.
4. Speedometer: Shows the speed of your car.
5. Lap Number: Shows your current lap number and the total number of laps in the race.
6. Best Lap: Shows your fastest lap time.
7. First Flag: This is displayed next to the player in the lead.
8. Time Comparison: This is displayed on the screen of the player in second place after passing checkpoints, and shows the difference in time between the two cars.
9. Total Time: The total time of all laps so far.
10. Time Difference: If the time difference exceeds the time shown here, the game is over. The player with the slower time loses.

{button ,JI('`IDH\_00004')} [Back to Contents](#)



# C ar Settings

To make new settings for a car, select NEW CAR by pressing the **Cursor Controls** UP/DOWN. Press the **Confirm Button** to select. Next, select the type of car you want to adjust by pressing the **Cursor Controls** LEFT/RIGHT. Press the **Confirm Button** to go to the Car Setting screen. When changing the settings for a current car, select CAR A - D by pressing the **Cursor Controls** UP/DOWN. Press the **Confirm Button** to go to the Car Setting screen.

## *Making Settings*

Press the **Cursor Controls** UP/DOWN to highlight settings, and LEFT/RIGHT to make changes in the highlighted setting. Select SAVE and press the **Confirm Button** to save the new settings. Select EXIT and press the **Confirm Button** to return to the Mode Select screen.

### **TRANSMOSSION:**

Select AT (automatic) or MT (manual) transmission.

### **HANDLING:**

Set the degree of handling sensitivity. The higher the setting the more tightly the car handles.

### **TIRES:**

Select tires. The higher the number, the harder the tires.

### **F.SUSPENSION:**

Set how tight the front suspension will be. The higher the number, the tighter the suspension.

### **R.SUSPENSION:**

Set how tight the rear suspension will be (as F. suspension, above)

### **BLOW OFF VALV:**

Changes the sound made when releasing the accelerator.

### **SAVE:**

Save settings for the car you created in Car Settings. The first time you save, nothing is displayed on screen. Each time you save, the car saved is assigned a name, CAR A, B, C or

D. If you select a car already in use, the previously saved data will be written over.

{button ,JI(^',`IDH\_00004')} [Back to Contents](#)

# Records

Press the **Cursor Controls** in any direction to access the different game records screens. In **ARCADE**, you can scroll throughout the pages by pressing Page Up or Page Down.



**When PRESS ENTER KEY FOR REPLAY is displayed on-screen, you can watch replays of any records whose time displays are shown in yellow.**

## Using the Exit Menu

**Press the [Enter] Key to pause the game during play and bring up the Exit menu. Press the Cursor Controls UP/DOWN to highlight options. Press the [Enter] Key to enter a selection.**

**Here are the Exit Menu options:**



**NO:** Restart the paused game.

**YES:** End the race and return to the beginning of the mode you were playing.

**RESTART:** Restart the race from the beginning.

{button ,JI(^',`IDH\_00004')}[Back to Contents](#)

# Options

Press the **Cursor Controls** UP/DOWN to highlight options, and LEFT/RIGHT to make changes in the highlighted option. Select SOUND to go to the Sound screen. Select EXIT to return to the previous screen.

## **HANDLING:**

Change the handling of cars (except Arcade Mode).

**ARCADE MODE:**Change the handling of cars (except Arcade Mode).

## **DIFFICULTY:**

Change the difficulty level of Championship Mode

## **CHAMPIONSHIP:**

Change the number of laps for courses in Championship Mode.

## **TIME COMPERE:**

When this is ON, the time difference between the current lap and the best lap is displayed.

**TIME ATTACK:**Change Time Attack Mode settings.

## **GHOST TYPE:**

Select OFF if you don't want the ghost car to appear.

## **TIME COMPERE:**

When this is ON, the time difference between the current lap and the best lap (in 3 LAPS), or the fastest lap (in FREE RUN) is displayed.

**SOUND:**Sample the sound effects used in the game and change sound settings.

## **SOUND MODE:**

Set the game to stereo or mono sound.

**BGM VOLUME:**

Adjust the BGM (background music) volume. The higher the number, the louder the volume.

**BGM SELECT:**

Select the BGM for each course in Practice and Time Attack Modes.

**BGM TEST:**

Listen to the BGM. Press the Confirm Button to play.

**S.E. TEST:**

Listen to the sound effects. Press the Confirm Button to play the track.

**VOICE TEST:**

Listen to the narration used in the game. Press the Confirm Button to start listening.

{button ,JI(' ,IDH\_00004')} [Back to Contents](#)

# Courses



A course with an African safari theme. A great place for wild animals, but a tough and inhospitable environment for humans. Rough roads ahead.



A course based on Yosemite National Park in the USA. A mountainous course combining paved and dirt roads winding through deep forest.



Calls up images of the island of Corsica in Italy. This is the most difficult course, combining charming street scenes and winding coastal roads. The terrain is mountainous, and although most roads are paved, they are narrow and run right up to the edge of the sea.

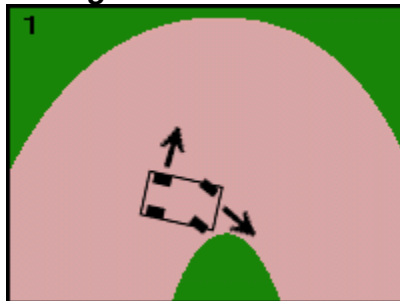
{button ,JI('`IDH\_00004')}} [Back to Contents](#)

# T echniques

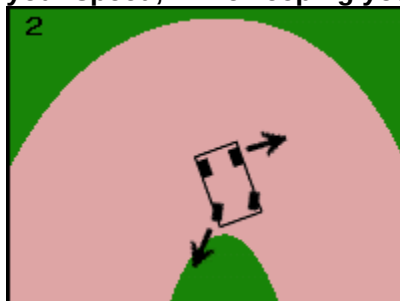
## *Handling*

It is often hard for beginners to keep the car on course when going around corners. This is caused by oversteering or by suddenly turning the steering wheel in the opposite direction. If you start to lose control of the car, keep your head and slow down, gradually releasing the Steering Wheel buttons.

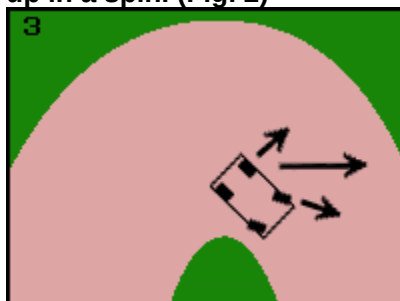
## *Taking Corners*



When taking corners in everyday driving, it's normal to slow down at the start of a corner. But when racing, you should let your rear tires slide outward, using centrifugal force to max out your speed, while keeping your front tires pointed towards the inside of the curve. (Fig. 1)



If you continue turning the wheel at the same angle, you'll end up oversteering, and may end up in a spin. (Fig. 2)



To make sure this doesn't happen, when your back tires begin to slide, turn the wheel in the



direction of the spin. This will equally distribute the centrifugal force over all four tires. (Fig. 3)

The car won't follow the line of the curve exactly, but you'll be able to take it without losing much speed, and prevent the car from drifting.

### ***Reducing Speed***

There are four different ways to reduce speed.

- 1) Use the brake
- 2) Release the accelerator
- 3) Downshift
- 4) Turn the wheel

The best way to use each of these methods is outlined below:

- 1) Braking reduces speed quickly, so this is a good way to slow down when going into sharp corners.
- 2) Releasing the accelerator allows you to make fine adjustments to your speed, so it's the most frequently used method of slowing down.
- 3) Shifting into a lower gear reduces speed about the same amount as releasing the accelerator. Speed decreases a set amount for each gear, meaning that you can easily switch into a certain speed and maintain it. This is useful when taking a series of curves.
- 4) Turning the wheel reduces speed the least. It is a good technique for gentle curves.

Experiment with all of these techniques to improve your racing ability.

### ***Navigation Mark***

You have a co-driver aboard who alerts the road conditions. As he announces what kind of turn or hazard you are approaching, a sign appears on the game screen: easy(blue sign),medium,(yellow),caution(red).



{button ,JI(' ,`IDH\_00004') } [Back to Contents](#)

# A**about the Menu**

There are three choices on the Menu bar: GAME, SETTING and HELP.

## NOTE:

When using a full screen, click on the mouse or press the [F3] key. This will pause the game and bring up the Menu bar.

## **GAME**

Click on GAME to make the following pull-down menu appear.

### **Restart Game...[Alt+F2]:**

Restart the game.

### **Restart Race...[Alt+R]:**

Restart the current race from the beginning.

### **Pause Game...[F3]:**

Pause the game, or restart a paused game.

### **Exit Game...[Alt+F4]:**

End the game.

## **SETTING**

Click on SETTING to make the game settings options pull-down menu appear.

### **Full Screen...[F4]:**

Select FULL SCREEN to use the whole screen when playing the game. When this is selected, the menu is not displayed. Click on the mouse to make the menu appear.

### **Change Control...[F5]:**

Change input devices and assign key and button functions. When several input devices are connected, choose which you wish to use here. When using a PC Game Pad or Joystick, you must calibrate them. >[Calibration](#)

#### **Change Screen...[F6]:**

Change the screen resolution and colors. Choose from the following four options:

**\* 320 x 240 16 bit (8 bit when Full Screen is selected)**

**\* 640 x 480 16 bit (8 bit when Full Screen is selected)**

**\* 320 x 240 16 bit**

**\* 640 x 480 16 bit**

8 bit color can only be used when Full Screen is selected, not in Window Mode. 640 x 480 16 bit color offers the best picture quality, but may slow the game down. 320 x 240 8 bit color has lower picture quality, but the game will run faster on some computers.

#### **NOTE:**

The Window Mode cannot be used when the Display Color Palette is not set to 16-BIT COLOR. (You cannot use Window Mode with the 256 COLOR, 24-BIT COLOR or 32-BIT COLOR display formats.)

#### **HELP**

Click on HELP in the Menu to access the Help File. Click on the topic you wish to obtain information on. You can also press the [F1] key to access the Help File.

#### **NOTE:**

Click on **the green lettering**.

{button ,JI(' ,`IDH\_00004')} [Back to Contents](#)

**The pop-up window appears as follows.**

# Troubleshooting

Please contact the number listed in the Sega Rally Championship instruction manual if you have problems with the game. For more information about the game, please refer to the Readme.txt file.

You can obtain information about Sega PC software over the Internet.

\* Home page URL: <http://www.sega.co.jp/sega/athome/pc/>

\* Home page URL: <http://www.sega.com>.

\* Home page URL: [http://www.sega\\_europe.com](http://www.sega_europe.com)

{button ,JI('`IDH\_00004')} [Back to Contents](#)

# Special Thanks



TOYOTA CELICA GT-FOUR



LANCIA DELTA HF INTEGRALE



The automobiles depicted in this game appears by courtesy of TOYOTA & LANCIA

{button ,JI('`IDH\_00004')}} [Back to Contents](#)



### **Head Programmer**

Tatsuya Satoh

### **Programmers**

Yasuaki Takeya  
Masahiro Sugita

### **Graphic Designers**

Ryuhei Arai  
Yuuichi Ide  
Yumi Morikawa  
Hisayoshi Yoshida

### **Sound Director**

Tatuya Kozaki

### **Music composer**

Naofumi Hataya

### **Sound Effects**

Seiro Okamoto  
Tatuya Kozaki

### **Sound Programmer**

Yoshiaki kashima

### **Helpfile**

Hisayoshi Yoshida

### **Manager (Manual)**

Taiji Okamoto

### **Special Thanks**

All Sega Rally Stuff  
TOYOTA Motor Corporation  
FIAT Auto S.P.A.-LANCIA

### **Produced By**

Toshinori Asai  
Shinji Fujiwara

### **Directed by**

Hisayoshi Yoshida

**Produced and Copyrighted by:**  
**Sega Enterprises, Ltd.**

{button ,JI(' ,IDH\_00004')} [Back to Contents](#)



# Copyright and Trademark Information

**Microsoft(R) Windows(R)95 operating system is a registered trademark of Microsoft corporation.**

Microsoft(R) Direct X<TM> set of APIs, Microsoft(R) DirectDraw<TM> application programming interface, Microsoft(R) DirectSound<TM> application programming interface are trademark of Microsoft corporation.

Pentium(R) is a registered trademark of Intel corporation.

Sega is a registered trademark of SEGA ENTERPRISES,LTD.  
SEGA RALLY CHAMPIONSHIP is trademarks of SEGA.

Copyright © SEGA ENTERPRISES,LTD., 1994, 1995, 1997

All rights reserved.

**\* Other brands and their products are trademarks or registered trademarks of their respective holders and should be noted as such.**

{button ,JI(' ,`IDH\_00004')} [Back to Contents](#)

# B

## efore Starting Play

Thank you for purchasing "Sega Rally Championship" for Windows 95. Please be sure to read this Help File before you start playing.

### ● EPILEPSY WARNING ●

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physical prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

Rest for at least 10 to 15 minutes per hour while playing a video game. Avoid playing if you are tired or have not had much sleep.

#### NOTE:

High score and option settings are saved onto the player's hard disk in this game. Saved data may be lost if the power is switched off or the reset switch is pressed at any time other than when the Title screen is displayed.

{button ,JI(' ,IDH\_00004')} [Back to Contents](#)

**Keyboard:** Allow Keys [Left][Right][Up][Down]

**PC Game pad:** Directional Buttons [Left][Right][Up][Down]

**Joystick:** Joystick [Left][Right][Up][Down]

**Keyboard:** [Enter] Key or [Num 1] Key

**PC Game pad:** Button [2]

**Joystick:** Button [2]

**Keyboard:** [Num 0] Key

**PC Game pad:** Button [1]

**Joystick:** Button [1]

**Keyboard:** [Enter] Key or [Num 0] Key

**PC Game pad:** Button [2]

**Joystick:** Button [2]

